Team GET   APCS1 pd4
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Final Project Proposal
Do Ya Feel Lucky?

You play as a John, a man who is afflicted with a terrible illness and with no other option you turn to bet your life savings at the casino. You will play games at a casino to either hit your goal of $1 million for the expensive treatment or lose all of your money.

At the casino, you have the option to play a multitude of games such as poker, keno, blackjack, a multitude of different slots, bingo, dice, and possibly more. The difficulty can be adjusted for easy, normal, or difficult (which are the odds of a real casino). Cards and slots/dice will consist of an abstract superclass or interface of that name which provides the basic instance variables and functions needed for the basic functionality (i.e. for cards, it initialize an ArrayList of a deck of cards which blackjack can use). Bingo will involve a 2D array filled with random numbers. Slots will consist of 2D arrays that will be randomly scrambled. Multiplayer games, there will be bots with adjustable difficulty that play against you.

The minimum viable product is allowing the user to enter their names and select their difficulty level. After that, they can play one game where they will gamble any amount of money.

There are other things to do here in the casino. For example, you can interact with other people in the casino. You have to be careful when you do so, however, because you *can* get kicked out. If you cheat or fight with drunken players, you will be escorted out, possibly losing your chances of obtaining treatment for your disease. You can exchange your earnings for prizes such as show tickets (funny image/gif) and food at fancy restaurants.